

TRS-80 MODEL 1 - 16K
TRS-80 MODEL 3 - 16K
TAPE

BY WAYNE WESTMORELAND
& TERRY GILMAN

ARMORED PATROL.



sci-fi action

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ARMORED PATROL

by Wayne Westmoreland & Terry Gilman

Published by:

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This is Armored Patrol — a realistic battle simulation that slides you into the driver's seat of a massive T-36 tank that's bristling with firepower. Your orders are to locate and destroy enemy tanks and robots which are known to frequent this particular sector.

Your perspective is from the inside of your tank, looking out across a bleak, alien planetscape. Somewhere out among the deserted blockhouses (which are scattered throughout the area), enemy tanks are on the prowl. Frequently, they will be out in the open, but more often than not, they can be found hiding behind the blockhouses awaiting an opening in your defenses.

An enemy tank may be detected by one of two ways: (1) By visually sighting him on your viewing screen, or (2) By using the radar function which causes an arrow to "flash" in the direction of an enemy tank. The appearance of an enemy robot will result in an asterisk appearing in the center of your radar.

You are provided with 4 tanks for each game (graphically depicted on your screen), and an initial energy level of 20. Should this energy level fall to zero (as a result from encountering an "energy-draining" robot), you will lose one tank.

Points are accrued as follows:

TANK = 1000

ROBOT = 5000

An extra tank is awarded when the player reaches a score of 20,000 points.

Your tank is manipulated by the following keys:

FORWARD [A] ;

BACKWARD [Z] ;

RIGHT TURN [A] .

LEFT TURN [Z] ;

PLASMA BURSTS [SPACE BAR]

TO RESET GAME [SHIFT BREAK]

ARMORED PATROL FOR THE TRS-80 MODELS I AND III

TO LOAD ARMORED PATROL (TAPE) ON A 16K TRS-80 MODEL I OR III:

1. Turn on your TRS-80. (Model III only: When requested type L to select low baud rate loading).
2. Put the Armored Patrol tape in the player and rewind it.
3. Set volume control at 4-5.
4. Type SYSTEM
5. Type M
6. Armored Patrol should now load with a blinking "*" in the upper right corner

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ARMORED PATROL

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of the video screen. If a "C" appears or the "*" does not appear, rewind the tape, turn up the tape player volume a bit, and repeat steps 2-5.

7. When *? appears at the bottom of the screen, type / .

NOTE: To avoid accidental loss of this program, always back up the original diskette before use. Use the backup copy for these procedures.

TO LOAD ARMORED PATROL ON A **SINGLE DRIVE TRS-80 MODEL I SYSTEM:**

1. Install a copy of TRSDOS 2.3 in the disk drive, and using the KILL command, delete all files listed in the diskette's directory.

2. Remove the TRSDOS diskette, and install the Adventure International diskette in the drive.

3. Boot the system by pressing the reset button located at the rear of the keyboard on the left-hand side.

4. You will be asked for a DESTINATION DRIVE. Type 0. The program will begin to make a backup, and may ask you to exchange the diskettes several times.

5. After the backup is complete, install the TRSDOS diskette in the drive. Boot the system by pressing the reset button.

6. When DOS READY appears on the video screen, type AUTO AICHAIN.

7. Boot the system again and the Sky Warrior will automatically begin running.

TO LOAD ARMORED PATROL ON A **MULTI-DRIVE TRS-80 MODEL I SYSTEM:**

1. Install the Adventure International diskette in drive 1, and place a copy of TRSDOS in drive 0.

2. Boot the system by pressing the reset button at the rear of the keyboard on the left-hand side.

3. Type AICHAIN and ARMORED PATROL will begin running.

TO LOAD ARMORED PATROL ON A **TRS-80 MODEL III:**

1. Install a Model III TRSDOS diskette in drive 0, and the Adventure International diskette in drive 1.

2. Boot the system by pressing the small orange square in the upper right-hand corner of the keyboard.

3. When DOS READY appears on the video screen, type CONVERT . Answer the request for SOURCE DRIVE by typing 1 and the request for DESTINATION DRIVE by typing 0.

4. The CONVERT utility will transfer all programs from the Adventure International diskette to the TRSDOS diskette, making the changes necessary for the program to run on a Model III.

5. When DOS READY appears on the video screen, type KILL AICHAIN .

6. When DOS READY appears again, type the following:

BUILD AICHAIN (ENTER)

BASIC (ENTER)

1 (ENTER)

(ENTER)

RUN"START" (ENTER)

(BREAK)

AUTO DO AICHAIN (ENTER)

Note that (ENTER) designates the Enter key on the Keyboard, and (BREAK) designates the Break key.

7. Boot the system by pressing the small orange square in the upper right-hand corner of the keyboard and Armored Patrol will begin running.

INSTRUCTIONS FOR PLAY CAN BE DISPLAYED ON THE SCREEN BEFORE PLAY BY TYPING "I".



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TRS-80 SCREEN



ARMORED PATROL

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME ...	5 Min.
SUGGESTED AGE GROUP ...	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Game Simulation
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

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by Wayne Westmoreland
and Terry Gilman

Just when you thought you'd seen it all, we here at Adventure International introduce a program that is sure to blow your conceptions away, pronto! ARMORED PATROL is a 3-D arcade-style game that's a definite heavyweight in the action department! Your mission is to find and destroy enemy craft in your area with your tank's high-energy plasma weapon. Your perspective is from the inside of a powerful T-36 tank looking out across a city landscape where the enemy lies waiting. Complete with killer robots and laser weaponry, ARMORED PATROL is packed with lots of extras, including running score tally, sound, and high score display. But the most impressive feature of ARMORED PATROL is the incredible graphics which create the total illusion of movement and dimension, and, ARMORED PATROL accommodates 1 or 2 players so you can share the action with a friend!